CRUISE FOR A CORPSE
ADDENDUM
REVISED LOADING INSTRUCTIONS

Atari ST

To play from floppy disks
- Insert Cruise 1 disk into drive A
- Switch on computer
- Double click on drive A icon
- Double click on **CRUISE.PRG** icon

To play from hard disk
- Switch on computer
- Double click on hard disk icon
- Double click on **DELPHINE** icon
- Double click on **CRUISE.PRG** icon

Amiga

To play from floppy disks:
- Insert Cruise disk in drive **DFØ**
- Switch on computer

To install the game on hard disk:
- Insert Cruise disk 5 in drive **DFØ**
- Double click on **CRUISE 5** icon
- Double click on **CRUISE.PRG** icon

To play from hard disk
- Switch on computer
- Double click on hard disk icon
- Double click on **DELPHINE SOFTWARE** icon
- Double click on **CRUISE** icon

To play using Amiga 3000 with rapid memory, load the Cruise program from **CLI** by typing **CROISIERE - 3**.
- or   - Double click on **SYSTEM 2.0** icon
- Double click on **SYSTEM** icon
- Double click on **NOFASTMEM** icon

If you are playing from floppy disks:
- Insert Cruise 1 disk in drive **DFØ**
- Double click on **CRUISE 1** icon
- Double click on **CRUISE** icon

GAME CLOCK

Every time you make progress in your investigation, i.e. asking the right question or finding a clue, the game clock will appear and advance ten minutes. The adventure starts at 8.00am in the morning and finishes at 6.00pm in the evening. You can refer to the game clock at any time by selecting it from the inventory.

MAP

To ease your journeying around the ship, the MAP option allows you to 'place' Raoul in the desired location. You will not be able to place Raoul in a locked room, unless he has the key. Simply select the MAP from the inventory and click the LEFT MOUSE BUTTON when the cursor is positioned over the appropriate area.